

# Levente Nagy

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## Experience

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### Project Manager

2018 – 2020

The Beamer | National Science Foundation

- Led the transition to an **Agile / Scrum** based project management methodology, a process improvement that streamlined asset creation and implementation, resulting in a **300% increase** in task completion.
- **Lean** startup environment allowed me to leverage my **coding background** to create a new project plan based on what my non-technical project owner wanted. This helped acquire over **2 million** in funding from various sources.
- Managed a **cross-functional** team in producing multiple large releases **on time** and **in scope** by breaking down the big picture items into smaller, more manageable day to day tasks.
- Spearheaded an initiative to monitor beta users using in-depth metrics to generate **actionable insights** that would drive updates to **streamline** the end user experience.

### Game Programmer & Lead Web Designer

2017 – 2018

The Beamer | National Science Foundation

- Built a custom Wordpress website based on Bootstrap framework, using **PHP**, **CSS3**, and **HTML5** to create a final site that loads times **34x faster** than the original.
- Designed, wrote and optimized a tooltip system in **C#** that taught players both basic controls and more complex interactions between the games unique mechanics.

### Lead Game Developer

2018

Texas A&M University | Psychological research project

- Produced a Unity game in **C#** that **automatically** gathered and uploaded specific game metrics to an online Google Sheets spreadsheet, enabling researchers instant access to the dataset and live updating graphs.
- Designed, built, tested, and delivered the prototype **before the 40-day deadline**.

### Lead Game Developer

2018

Optimal Learning Alliances | Research Project in Unity

- Created an **Android app** prototype based on educational workbooks for grade-schoolers to secure funding.
- Delivered programming and design recommendations to stakeholders with a non-technical background to **reduce project budget** and **scope**.

## Education

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University of Connecticut | Bachelor of Arts in Game Design

2016

## Skills

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**Expert** Unity | Adobe Photoshop | After Effects | Wordpress | HTML | CSS

**Advanced** C# | Blender | Cinema 4D | Fusion 360 | PHP | Microsoft Office (Word, Excel, PowerPoint, Publisher)

**Intermediate** JavaScript | jQuery | Python | Jira

**Languages** English | Hungarian

**Certifications** CSM - *Certified ScrumMaster*

PSM - *Professional Scrum Master* (In progress)

**Keywords** Project Management | Game Design | Virtual Reality | Web Design | Coding | Video Editing | Prototyping | Graphic Design | Process Improvements | Digital Photography | Bootstrap